b. forming y number of second data blocks wherein each of the second data blocks contains m units of data, and further wherein m is not equal to n; and

c. combining x number of first data blocks and y number of second data blocks into a data stream to achieve the predetermined rate, wherein the first data blocks and the second data blocks are of a same type and have same characteristics and further wherein the x number of first data blocks are evenly distributed among the y number of second data blocks thereby forming a repeating pattern of the first data blocks and the second data blocks within the data stream.

2. (original) The method according to claim 1 further comprising transmitting the data stream from the source device at the predetermined rate.

3. (previously cancelled)

4. (original) The method according to claim 1 wherein the data stream is digital video data.

5. (original) The method according to claim 1 wherein n, m, x, and y are integer values.

6. (currently amended) A method of transmitting information from a source device to a receiving device, the method comprising:

a. forming x number of first frames wherein each of the first frames contains n units of data;

b. forming y number of second frames wherein each of the second frames contains m units of data, and further wherein m is not equal to n;

c. combining x number of the first frames and y number of the second frames into a stream of frames to achieve a predetermined frame rate by evenly distributing the x number of the first frames among the y number of the second frames thereby forming a repeating pattern of the first frames and the second frames within the stream of frames; and

d. transmitting the stream of frames from the source device to the receiving device;

wherein the first frames and the second frames are of a same type and have same characteristics.

7. (original) The method according to claim 6 wherein n, m, x, and y are integer values.

8. (original) The method according to claim 6 further comprising receiving the stream of frames from the network by the receiver at a predetermined frame rate and wherein the data stream conforms to standards of an IEEE 1394-1995 network.

9. (previously cancelled)

10. (original) The method according to claim 6 wherein the stream of frames conforms to standards of an IEEE 1394-1995 network.

11. (original) The method according to claim 6 wherein the source device and the receiving device are coupled together within a network.

12. (original) The method according to claim 11 wherein the network is an IEEE 1394-1995 network.

13. (currently amended) A source device for transmitting information at a predetermined frame rate, the source device comprising a controller for generating a data stream containing a plurality of first frames each including x packets of data and a plurality of second frames each including y packets of data to achieve the predetermined frame rate, wherein the data stream is transmitted at the predetermined frame rate and y is not equal to x and further wherein the first frames and the second frames are of a same type and have same characteristics and the x number of first data blocks are evenly distributed among the y number of second data blocks thereby forming a repeating pattern of the first frames and the second frames within the data stream.

14. (original) The source device according to claim 13 wherein x and y are integer values.

15. (original) The source device according to claim 13 further comprising an interface coupled to the controller and configured for connecting to a network.

16. (original) The source device according to claim 15 wherein the network is a IEEE 1394-1995 network.

17. (currently amended) A system for transmitting information at a predetermined frame rate, the system comprising:

a. a source device for generating a data stream containing a plurality of first frames each including x packets of data and a plurality of second frames each including y packets of data to achieve the predetermined frame rate and y is not equal to x, wherein the first frames and the second frames are of a same type and have same characteristics and the x number of first data blocks are evenly distributed among the y number of second data blocks thereby forming a repeating pattern of the first frames and the second frames within the data stream; and

b. a remote receiver coupled to the source device and configured to receive the data stream at the predetermined frame rate.

18. (original) The system according to claim 17 wherein x and y are integer values.

19. (previously amended) The system according to claim 17 wherein the source device is a computer system.

20. (original) The system according to claim 17 wherein the remote receiver is a digital video camera.

21. (original) The system according to claim 17 wherein the predetermined frame rate is 29.97 frames per second.

22. (original) The system according to claim 17 wherein the plurality of first frames are 9336 frames, x packets represent 267 packets, the plurality of second frames are 664 frames, and y packets represent 266 packets.

23. (original) The system according to claim 17 wherein the data stream conforms to standards of an IEEE 1394-1995 network.

24. (original) The system according to claim 17 further comprising a network coupled between the source device and the remote receiver and configured to transmit the data stream.

25. (original) The system according to claim 24 wherein the network is an IEEE 1394-1995 network.

26. (currently amended) A system for transmitting information at a predetermined frame rate equal to 29.97 frames per second within an IEEE 1394 network of devices, the system comprising:

a. a source device for generating a data stream containing 9336 first frames, each including 267 packets of data, and 664 second frames, each including 266 packets of data, to achieve the predetermined frame rate of 29.97 frames per second, wherein the first frames and the second frames are of a same type and have same characteristics and the x number of first data blocks are evenly distributed among the y number of second data blocks thereby forming a repeating pattern of first frames and second frames within the data stream; and

b. a remote receiver coupled to the source device by the IEEE 1394 network of devices, wherein the remote receiver receives the data stream from the source device at the predetermined frame rate.

27. (currently amended) A method of transmitting information from a source device to a receiving device over an IEEE 1394 network of devices, the method comprising:

a. forming 9336 first frames wherein each of the first frames contains 267 packets of data;

b. forming 664 second frames wherein each of the second frames contains 266 packets of data;

c. combining the 9336 first frames and the 664 second frames into a stream of frames to achieve a predetermined frame rate of 29.97 frames per second by evenly distributing the second frames among the first frames thereby forming a repeating pattern of the first frames and the second frames within the stream of frames; and

d. transmitting the stream of frames from the source device to the receiving device over the IEEE 1394 network of devices;

wherein the first frames and the second frames are of a same type and have same characteristics.